

A pre-writing tool



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PROTEUS - The Idea Processor

Educational Package

Package Components:

1. PROTEUS diskette in the front cover pocket...the diskette is not copy protected. We suggest that you use any copy program and make a work copy. Save the PROTEUS master disk for future backups. Remember, unless you purchase a Site License, making more than one backup copy is a violation of copyright.
2. Site License in the front cover pocket... a price breakthrough which allows you to make as many copies as you need in your school, school district or college for the additional fee as indicated below. To activate the License, simply fill it out and remit the amount necessitated by the size of your district or number of departments in the university.

<u>School District Size</u> <u>or University Departments</u>	<u>Cost</u>
1-2 schools (or departments)	\$99.95
3-5 schools (or departments)	\$199.95
6-10 schools (or departments)	\$299.95
11-15 schools	\$379.00
20+ Schools	\$429.00

In addition, you may purchase additional Educational Packages @ \$9.95 to save you the inconvenience of duplication.

3. Test Drive Tutorial which gives you a rapid overview of the program's operation.
4. PROTEUS User's Manual which gives step-by-step directions for use of the program with any computer. We suggest you spend an hour with the manual to learn PROTEUS before implementation with your classes. After you have used the manual, look at...
5. Sample Lesson Plans - a series of model lessons which show how the PROTEUS program fits into your curriculum. The lessons include Teacher's Guides and reproducible Student Worksheets. You may reproduce them as needed. The loose leaf binder format will allow you to add lessons as you integrate PROTEUS into your subject matter.

TEST DRIVING PROTEUS: A FIFTEEN MINUTE TUTORIAL

Thank you for your interest in PROTEUS -The Idea Processor.

Before you begin to learn the program, let's be clear on one important fact. PROTEUS is not a word processor. It is an IDEA PROCESSOR. And the difference is significant! All word processors assume that there is text to be entered, that writers have something to say. Educators know that students need help before they begin to draft. Educators know that workbooks, spell checkers, and focus on technical problems are most appropriate after drafting. Research points to the fact that hypercorrection destroys the confidence of basic writers and leads them to fear "the blank page."

That is where PROTEUS comes in. It teaches how to go about the critical business of PREWRITING, which professionals say constitutes 85% of their effort.

TEST DRIVING PROTEUS

We invite you to take a fifteen minute TEST DRIVE with PROTEUS to see for yourself the ways that the program can help your students to be better thinkers and, therefore, better writers. Just slip the program into the disk drive of your computer, turn it on, and we're ready to go. (NOTE: IBM users will have to load DOS into the machine first. When the prompt appears, put PROTEUS into the drive and type proteus and hit RETURN. Commodore users type LOAD "LOADER",8 and hit <RETURN>. When the READY prompt appears, type RUN and press <RETURN>.)

MAIN MENU FEATURES

* Every use of PROTEUS begins with a "SESSION NAME." This creates a file which all writing will be saved under. It also begins a focus on the writing task. Writing labs use the "SESSION NAME" to record student names and classes.

* The SESSION DIRECTORY contains a record of all work on disk.

* LOAD A SESSION permits previously written work to be added to, printed out, or converted to a file for word processing.

* PRINT A SESSION does just that; it prints the entire contents of any CURRENT SESSION. This allows writers to take their prewriting home for drafting.

* DELETE allows students and teachers to "clean up" after the prewriting has been printed or converted.

*SESSION CONTENTS allows for students or teachers to check the writing in any session.

*CONVERT A SESSION transfers the prewriting to a data disk which can be utilized by most word processors. Students don't have to re-type material they wish in their draft.

THE PREWRITING EXPERIENCE

The FREEWRITING, LOOPING, 5W's, LISTING, and CUBING modules give writers a choice of five prewriting techniques which can be used in any order and which are suitable for any writing assignment.

Try one. With the highlight on any strategy in the Main Menu, press RETURN. Press RETURN again and you are in the module's menu, access the HELP FEATURE (Apple and MS DOS do this atomatically, TRS80 use the arrows, Commodore the <F7> key. Press RETURN again.

The HELP SCREENS are an essential feature. They contain instruction which explains the technique, models of writing containing all the imperfections of prewriting, and encouragement to develop ideas further.

Try all the HELP SCREENS. Move the highlight to the desired module, press RETURN to enter it, and RETURN again to access the HELP.

As you can see, the prewriting modules can be used for many purposes. CUBING is an excellent way of beginning papers of analysis, argumentation or persuasion. LISTING is an excellent way of starting most writing, with the student moving to other modules to expand the idea. FREEWRITING and LOOPING, which allow generation and focusing, can be used anywhere. The FIVE W's assist in literary papers.

Student writers rapidly learn to move from one technique to another in order to keep developing ideas. The MENU at the bottom of the screen allows for easy movement from one routine to another. The directories keep a record of all writing done in each module and writers can go back, VIEW something written, and prospect for more ideas.

At any point, writers can PRINT or CONVERT material. The PRINTOUT gives writers "hard copy" to use for drafting. CONVERT transfers either part or all of the prewriting to a data disk for use by word processors.

PROTEUS is possibly the best help you can get with your computer facilities. It is a highly flexible tool which will support and augment the good teaching you're doing. It is a breakthrough in educational software which, for the first time, joins microcomputing to the WRITING PROCESS.

Research Design Associates
Incorporated

presents

PROTEUS

The Idea Processor

USER'S GUIDE
by

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1-1

PROTEUS - THE IDEA PROCESSOR

Proteus was a Greek god who could change his form at will. He was very flexible - one moment a bear or a tiger, the next a flower or a tree. This program is named PROTEUS because it is also very flexible.

Your ideas change as you think and write about them. PROTEUS will help you to discover and explore ideas, and will allow you to move them around as you develop them. PROTEUS is designed to keep you from getting "stuck" when you try to write something. It is designed for anybody who has ever sat down to write and found that they don't know how to start, or what to say.

We all know how it feels to draw a blank, to sit and stare at an empty page or a blank computer screen... it feels awful.

That's where PROTEUS comes in. You will use it to help you to explore and expand on a topic, and find out what you know and how you feel about a subject, and to get those ideas "down" so that you can look at them.

Then, after you have explored your ideas, PROTEUS will print them out so that you will have lots of material for your draft. The "terror of the blank page" will be a thing of the past.

1-2 PREWRITING, OR IDEA PROCESSING

Whenever there is writing to be done, every writer, from a beginner to a professional, has to go through a series of steps.

The first step is called prewriting. This is the time when writers gather material to write about. It is very important because until you have some ideas, you have nothing to write about.

PROTEUS has five ways that can help.

We use special words, but they all describe ways that writers use to develop material.

1. FREEWRITING is uninterrupted writing. Don't worry about sentences, spelling, punctuation or grammar. Just write whatever comes to mind.
2. LOOPING is a way of narrowing down your subject. It is writing more about less. To LOOP, you take one idea from your FREEWRITING and focus on that. The procedure for LOOPING is the same as it is for FREEWRITING, to write the thoughts as fast as they come.
3. LISTING is jotting down ideas or facts in a numbered list. The material is written in whatever order they occur to you. It can be a mixture of words, phrases, or sentences.
4. THE 5 W's ask you to write who, what, when, where, and why in response to a subject. It is very useful as a way to recall facts or narratives.
5. CUBING is a way of "breaking open" a topic by freewriting about it in six ways: to define, compare, contrast, argue for and against, and analyze. Cubing helps you see a subject from a number of different perspectives.

The more experience you have with PROTEUS, the easier it will become to use. You will come to realize that you can write in order to learn what it is you want to say.

1-3 LEARNING TO USE PROTEUS

PROTEUS is very easy to use. Even if you have never used a computer or tried prewriting before, you will be able to use PROTEUS in a short period of time. We have supplied two ways to help you:

1. This manual which takes you step-by-step through the whole program. In fact, you the commands are right on the screen.
2. HELP SCREENS in all of the writing modules.

1-4 WHEN TO USE PROTEUS

You should use PROTEUS when you have to write but you're not sure what you want to say and you have "to think about it." For example, you might be writing a history paper and have to think about the facts. You might have to write a book report. You might have to tell about a personal experience.

USING THE MANUAL

The manual is divided into eight parts.

1. Getting Started
2. Prewriting Techniques
3. Freewriting Module
4. Looping Module
5. Listing Module
6. Five W's Module
7. Cubing Module
8. Main Menu Features
9. Convert a Session

It is a good idea to sit at your computer and try the program out as you read about it.

PART 1 - GETTING STARTED

2-1 The most important thing to remember as you use PROTEUS is that you don't have to know what you want to say before you write. In fact, using PROTEUS will help you to find out what you know.

When you start writing it's O.K. to write things that you may not use. It's O.K. to be "disorganized." In fact, that's the way writing begins in the "real world." Structure, correctness, and such will be important when you draft and revise, but not now! For now, turn off that voice in your head that keeps saying "BE CORRECT!! WATCH OUT FOR MISTAKES!!"

2-2 STARTING UP PROTEUS

PC VERSION

1. Insert DOS in the computer. When the prompt appears, insert PROTEUS disk and type proteus and press RETURN. OR...
2. Insert DOS disk in Drive A and turn machine on.
3. When DOS is loaded, keep the DOS disk in Drive A and insert PROTEUS disk in Drive B.
4. At the A> prompt type SYS B: (RETURN)
5. Screen will display "system transferred" and return you to the A> prompt.
6. Type in : COPY COMMAND.COM B: (RETURN)
7. When screen displays "1 file(s) copied" , your disk is now ready to use without inserting DOS.

TANDY

1. Turn on the computer.
2. Insert the PROTEUS disk in Drive A.
3. Hit the reset button.

TRS - 80

1. Insert PROTEUS disk into the drive.
2. Turn on the computer.
3. Type in date, time, etc. and hit return.
4. Autoboot will engage.

APPLE VERSIONS

1. Insert PROTEUS disk.
2. Turn on the computer.

COMMODORE 64

1. Turn on the disk drive and the computer.
2. Insert the PROTEUS disk into the drive.
3. Type LOAD "LOADER", 8 and press RETURN.
4. In a short while, you will see READY.
5. Type RUN.

DO NOT TOUCH THE DISK OR TAKE IT OUT OF THE DRIVE WHEN THE RED LIGHT IS ON. IF YOU DO YOU MAY DESTROY THE PROGRAM!

As the title screen comes on, press the Space Bar to speed the display.

Proteus will now ask you to "Please enter the Session name" or will display instructions to load in work previously done.

The title of the Session can be anything you wish. When you have entered the topic for your writing, hit the <RETURN> key (Tandy 1000 and TRS 80 use the <ENTER> key). The Session name will be entered into PROTEUS' memory and all of the FREEWRITING, LOOPING, LISTING, FIVE W'S, or CUBING that you do will automatically be saved under that name.

Type in your first name and press <RETURN>.

2-3 THE MAIN MENU

When you have typed in your name and pressed <RETURN> or <ENTER> the Main Menu appears on the screen. The Main Menu screen looks like this:

PROTEUS

Current Session: "YOUR NAME"
Main Menu

Freewriting/Looping
Listing
Five W's
Cubing

Print Out a Session

Session Directory

Load a Session
Delete a Session
Session Contents
Convert a Session
Quit from a Session

At the very top of the screen is your name which you entered as the name of the Current Session. Underneath is the listing of prewriting techniques -- FREEWRITING LOOPING,

LISTING, FIVE W'S, and CUBING -- which are available to you with PROTEUS.

The directions for moving around the Main Menu are displayed on the bottom of the screen.

The various versions of PROTEUS use the COMMAND KEYS listed below:

PC - UP and DOWN arrows and RETURN key

TANDY - UP and DOWN arrows and ENTER key

APPLE - UP and DOWN arrows and RETURN key

COMMODORE - <F1> and <F7> keys and RETURN key

TRS - 80 - UP and DOWN arrows and ENTER key

PART 2 - THE FREEWRITING MODULE

3-1 ENTERING THE MODULE

Using the screen instructions, move the arrow to "Freewriting/Looping," then press <RETURN>.

The screen looks like this:

----- Freewriting -----

Enter idea or press <RETURN> for the Freewriting Menu

PROTEUS is now in the Freewriting mode. Don't type anything.

Press <RETURN>.

Even if you know how to Freewrite, it is a good idea go to the Freewriting Menu.

Practicing here will help you to learn how to use all of the modules, since they all have the same format.

3-2 FREEWRITING HELP

Using the command keys, move the cursor to "Freewriting Help." Press <RETURN>. (The Apple, PC, and Tandy versions do this automatically).

"Freewriting Help" will tell you what Freewriting is, how to Freewrite, and ways that it can help you to discover your ideas.

3-3 PRACTICING FREEWRITING

Now that you have used the HELP SCREEN, let's try FREEWRITING.

On the screen is the prompt line which says:

Enter idea or press <RETURN> for the
Freewriting Menu.

Think of something you'd like to FREEWRITE about.
Maybe about yourself, or something you hate or love or hope.

Write the name of the subject of your FREEWRITING. Press
<RETURN>.

The bar at the top of the screen which says Freewriting
now has the name you typed as the subject. At the bottom of
the screen you are told to "TYPE IN YOUR IDEAS" or hit a
command key to pause.

If you don't Freewrite for ten seconds, PROTEUS will
flash a "KEEP WRITING" reminder at the bottom of the screen.

Don't type in anything. Just wait.

The purpose of the "KEEP WRITING" signal is to remind
you to write quickly, as the thoughts occur. When you start
writing, the "KEEP WRITING" prompt disappears.

Type in whatever comes into your head as you think of the
subject of your FREEWRITING. Don't worry about being
"correct." Write whatever words, thoughts or ideas that pop
into your head as quickly as you can!

When you have finished FREEWRITING follow the screen
instructions to pause.

PROTEUS will tell you "hit any key to continue writing"
or to hit a command key to return to the menu.

If you wish to add to your FREEWRITING, start typing. If you wish to store your FREEWRITING, follow the screen instructions.

The disk drive will light as the ideas you wrote are stored in the "Freewriting/Looping Directory."

In a few seconds, there you are, in the "Freewriting Menu."

IF YOU GET LOST, MOVE THE HIGHLIGHT TO "RETURN TO THE MAIN MENU" AND PRESS <RETURN>. PRESS <RETURN> AGAIN FOR THE BEGINNING OF THE FREEWRITING MODULE.

3-4 THE FREEWRITING MENU

The Freewriting Menu is displayed at the bottom of the screen. It contains a number of options which will be explored one at a time.

3-5 THE FREEWRITING/LOOPING DIRECTORY

Every module in Proteus keeps its own record. This directory saves all Freewriting and Looping.

Using the arrows (<F1> key for Commodore), move the highlight to the directory and press <RETURN>.

The FREEWRITING you just did is now listed in the directory and will remain there until you delete it.

3-6 VIEW A DOCUMENT

You will sometimes wish to look at writing which you did earlier in a session or in a session you did at another time. You may want to re-read to see where you've gone. You may want to choose an idea to develop further. "View" is very helpful when you wish to review what you've said in order to pull out an idea to develop further.

Move the highlight to "View." Press <RETURN>.

PROTEUS will ask you to "Enter the name or press <RETURN> for the Freewriting Menu."

Notice that the contents of the directory have remained on the screen, so it is easy to write the name EXACTLY the way it is written in the directory. But what if you don't?

Enter the word "TEST" and press <RETURN>.

PROTEUS has now told you, "Sorry, that name has not been saved as a Freewriting/Looping file. Enter name or press <RETURN> for the Freewriting/Looping Menu."

If you choose to "View" without going to the directory and don't remember the name EXACTLY, press <RETURN>, go to the directory and find it. Then move to "View" and enter the name correctly.

Notice the bottom of the screen. PROTEUS has a scrolling option, so that you can write as much as you want and then scroll your writing.

To exit "View" follow the directions to go back to the Freewriting Menu.

Your text will remain displayed on the screen, you can select any idea found there as the subject for further writing.

3-7 DELETE A DOCUMENT

The "Delete" feature allows you to get rid of any FREEWRITING which you no longer want.

Move the highlight to "Delete." Press <RETURN>. Enter the name TEST and press <RETURN>.

Since there is no Session with that name PROTEUS will tell you the idea "wasn't explored in the Current Session."

If you wish to delete material from a previous session, you must go back to the Main Menu and load the session into memory before PROTEUS will delete.

We built in this safeguard so that you cannot accidentally get rid of material you may want or need. Once you delete, it's GONE!

3-8 PRINT A DOCUMENT

As you work on exploring and developing your ideas, you may want a printed copy of the material you worked on right away. Or, you may want to print material from a previous session.

Check to see that the printer is on. Move the highlight to "Print." At this point, PROTEUS (except Apple) will remind you to make sure the printer is on. When the printer is ready to print, press <RETURN>. Enter the name of your FREEWRITING in the line provided. Press <RETURN>.

After the printout is finished, PROTEUS returns you to the menu.

3 - 9 CONVERT A DOCUMENT

This allows you to transfer your Freewriting or Looping to a data disk which can interface with your word processor. The convert option works differently on each type of computer. This will be discussed in detail in the Main Menu features section on page 31.

3-10 RETURN TO THE MAIN MENU

There will be times when you wish to get back to the Main Menu to print an entire session, to quit the session you're working on, or any of the other options we discussed earlier.

Move to "Return to the Main Menu" and Press <RETURN>.

You are still in the same Session and, if you wish, you can begin writing again in any of the modules by moving the arrow to the option you want and pressing <RETURN>.

The highlight is on Freewriting/ Looping.

Press <RETURN> to enter the Freewriting Module. Press <RETURN> again for the menu.

3-11 USING THE OTHER MODULES

Once you have done FREEWRITING, you can explore and expand the ideas you have written by using the other modules. You just have to call the FREEWRITING to the screen, by using "View," move the highlight to another module and press <RETURN>.

The writing remains on the screen. You can pick what you want and continue writing using LOOPING, LISTING, THE 5W's, or CUBING.

You can return to the FREEWRITING as often as you wish for ideas by returning to the FREEWRITING mode and using the "Session Directory" and "View" features to recall it. It is all saved and will all be printed out when you are ready to write a draft.

PART 3 - THE LOOPING MODULE

4-1 ENTERING THE MODULE

LOOPING comes up automatically when you enter the Freewriting mode. "Looping" is now highlighted on the menu. (MS DOS versions of PROTEUS do not move to LOOPING until after FREEWRITING has been written and saved.)

To enter the "Looping Menu" press <RETURN>. Do not enter an idea. Press <RETURN> again.

4-2 LOOPING HELP

Now look at the menu. It is the same except that "Freewriting Help" has changed to "Looping Help."

Move the highlight to "Looping Help." Press <RETURN>.

The "Looping Help" explains that LOOPING is a way of enlarging or expanding a part of the Freewriting. To do this, use the "View" feature to look at any piece of writing in the directory. It does not even have to be from the Current Session. (MS DOS versions will display the previous screen after Help as been utilized without using View.)

Move the highlight to directory. Press <RETURN>.

The directory shows the FREEWRITING you did before.

4-3 VIEW A DOCUMENT

Move to "View." Press <RETURN>. Enter the name of your FREEWRITING. Press <RETURN>.

The previous work is displayed on the screen for you to look over.

The highlight is on LOOPING. Decide on an idea you wish to take further.

Enter the idea. Press <RETURN>.

IF YOU GET LOST, FOLLOW THE SCREEN INSTRUCTIONS UNTIL YOU ARE IN A WRITING MODULE MENU. USE THE COMMAND KEYS TO "RETURN TO THE MAIN MENU" AND PRESS <RETURN>. WHEN THE MAIN MENU IS ON THE SCREEN, PRESS RETURN TO ENTER THE FREEWRITING MODE.

From this point, LOOPING works the same way as FREEWRITING. You write your ideas as rapidly as they occur. If you pause for too long, the "KEEP WRITING" signal will flash. Don't worry about spelling or grammar, just keep the thoughts flowing.

When you have run out of ideas, follow the directions to pause.

You can use time to take a "breather." It's hard to type fast!

To continue the LOOP, start typing your ideas again. When you are finished and wish to store the writing, follow the directions to serve.

The LOOP is now stored in the same directory with the FREEWRITING, and the highlight is on LOOPING. (Apple and MSDOS versions are on HELP.)

You can LOOP as many times as you want to. Each time, select an idea from something you wrote earlier by returning to the directory, and then using "View." Hit the <RETURN> with the highlight on LOOPING, enter the idea, and you're in business.

All the other options in the 5W's Menu are the same as the Freewriting module.

PART 4 - THE LISTING MODULE

5-1 ENTERING THE MODULE

To enter the Listing Menu, move the highlight to "Listing."
Press <RETURN>. Do not enter an idea. Press <RETURN> again.

Now look at the menu. It is the same except that "Looping Help" has changed to "Listing Help."

5-2 LISTING HELP

With the highlight on "Listing Help," Press <RETURN>.

The "Listing Help" explains that LISTING is a way of gathering information, ideas and facts without having to write a paragraph. The most important thing to remember in LISTING is that you write the ideas as quickly as in the other modules. Don't worry about anything being in the proper order. That comes later.

5-3 LISTING AS A WAY OF BEGINNING

LISTING can be done as a beginning routine. For example, if you had to write about "The most important day in my life," or "Reasons why the Civil War began" you might LIST to explore what you know and then expand on each item by using another module.

5-4 LISTING AS A WAY OF DEVELOPING IDEAS

You can also go to a previous piece of writing, choose an idea or fact, and use it as the subject for a LIST. To do this you must do the following:

1. Return to a module which you have used for writing.
2. Use the module's directory to find the document you wish to view.

3. Use "View a Document" to call the previously written text to the screen.
4. Return to the LISTING module.
5. Choose the idea you want and enter it as the subject for your LIST.

Try it, using the material you have already stored in the "Freewriting / Looping Directory."

Move the highlight to "Freewriting." Press <RETURN>. Move the highlight to the "Freewriting/Looping Directory." Press <RETURN>. Find the name of either the FREEWRITING or LOOPING you have done. Move to "View." Press <RETURN>. Enter the name of your FREEWRITING or LOOPING. Press <RETURN> again.

Move the highlight to "Listing." Press <RETURN>. Select an idea you can use to LIST. Enter the name and press <RETURN>. Begin making your LIST.

When you have finished making your LIST, follow the screen instructions to store.

The LIST is now stored in the "Listing Directory." You can use the LISTED material for further writing by going to the "Listing Directory" to find the name and then using "View." You then move to the module you wish to use. The LIST will remain on the screen. Enter the Listed idea as the subject in your new writing module and press <RETURN>. You can come back to the LIST as many times as you want to.

5-5 PRINT AND CONVERT A DOCUMENT

Use the same procedure as the other modules.

PART 5 - THE 5W'S MODULE

6-1 ENTERING THE MODULE

Move the highlight to THE 5W'S. Press <RETURN>.

Now look at the menu. It is the same except that "Listing Help" has changed to "5W's Help."

6-2 5W'S HELP

Access the "5W's Help." Press <RETURN>.

The "5W's Help" explains that the 5W's are a good way to recall explore writing subjects which deal with events. The most important thing to remember as you use the 5W's is to write everything that comes to mind for the WHO, WHAT, WHEN, WHERE, and WHY.

6-3 THE 5W'S AS A WAY OF BEGINNING

The 5W's can be done when you begin to write. For example, you may have to write about "the importance of Michaelangelo as an artist" or to "describe the part of a book you read that you liked" or the "most important person in my life." The 5W's can help you to remember. The WHY allows you to think about the reason for your choice.

6-4 THE 5W'S AS A WAY OF DEVELOPING IDEAS

You can also go to something you have written before, choose an idea or event, and use it as the subject for the 5W's. Do this in the same way as you did in the LISTING module:

1. Return to a module which you have used for writing.

2. Use the module's directory to find the text you wish to look at.
3. Use "View a Document" to call the previously written text to the screen.
4. Return to the 5W'S module.
5. Choose the idea you want and enter it as the subject for your 5W'S.

Try it using the writing you have stored in the "Freewriting/Looping" or "Listing" directories.

Move the highlight to Freewriting or Listing. Press <RETURN>.
Go to the module's directory. Press <RETURN>. Find the name
of the writing you wish to explore. Move to "View." Press
<RETURN>. Enter the name. Press <RETURN>.

With the text displayed on the screen, move the highlight to
The 5W's. Press <RETURN>.
Select a part that you can use. Enter the idea and press
<RETURN>. Begin using the 5W's.

Write as much as you can. The 5W's screen will scroll.
When you are finished, follow the screen instructions to stop
writing.

You can use the 5W's as often as you want. Each time,
select an idea from something you wrote earlier by using a
module directory and "View." Hit the <RETURN> with the
highlight on the 5W's, and you are ready to begin.

All of the other options in the 5W's Menu are the same
as the other modules.

PART 6 - THE CUBING MODULE

7-1 ENTERING THE MODULE

Move the highlight to Cubing. Press <RETURN>. Do not write anything on the line with the cursor. Press <RETURN> again.

Look at the menu. It is the same except that "5W's Help" has changed to "Cubing Help."

7-2 CUBING HELP

Move to "Cubing Help." Press <RETURN>.

"Cubing Help" explains that CUBING is a way of looking at a subject from six different points of view. CUBING is a way of "breaking open" a subject. Keep in mind that you are not trying to write a composition. Type in whatever occurs to you when you are asked to ANALYZE, COMPARE, CONTRAST, ARGUE FOR, ARGUE AGAINST, and DEFINE. There are no right or wrong answers!

7-3 CUBING AS A WAY OF BEGINNING

CUBING is a good routine to use when you have a very broad topic. For example, if you had to write about "School" or "Dating," CUBING is an ideal way to find out what you feel and what you know. You might CUBE and then use the other writing modules to expand or focus what you have said.

7-4 CUBING AS A WAY OF DEVELOPING IDEAS

You can use CUBING to help develop ideas written in other writing modules as the subject for a CUBE. To do this you must do the following:

1. Return to a module which you have used for writing.

2. Use the module's directory to find the text you wish to look at.
3. Use "View" to call the previously written text to the screen.
4. Return to the CUBING module.
5. Choose the idea you want and enter it as the subject for your CUBE.

Try it using the material you have stored in the other directories.

Move the highlight to Freewriting, Listing, or the 5W's. Press <RETURN>. Move to the module's directory. Find the name of the writing you wish to explore. Move to "View." Press <RETURN>. Enter the name. Press <RETURN>.

With the text displayed on the screen, move the highlight to Cubing. Press <RETURN>. Enter the idea and press <RETURN>. Being CUBING.

When you are finished the six sides of the CUBE, follow the screen instructions to stop writing.

The CUBE is now stored in the "Cubing Directory." You can use CUBING as often as you want. Each time, select an idea from something you wrote earlier by using a module directory and "View." Hit the <RETURN> with the highlight on CUBING and you are ready to begin.

All of the other options in the CUBING Menu are the same as the other modules.

PART 7 - MAIN MENU FEATURES

8-1 ENTERING THE MAIN MENU

To begin a new Session enter the Main Menu. Move to the "Return to the Main Menu" option in any writing module and press <RETURN>.

Use the highlight to "Quit from a Session." Press <RETURN>. The screen display reads "Exiting Session." Commodore must turn the computer off.

Use the same procedure as you did before to boot the program.

Proteus will now ask you to enter a new Session Name or to access an old session.

Type in your last name and press <RETURN>.

The Main Menu allows you to deal with an entire writing Session. It can be the Current Session or Sessions written and stored.

The Main Menu screen looks like this:

PROTEUS

Current Session: "YOUR LAST NAME"

Main Menu

Freewriting/Looping
Listing
Five W's
Cubing

Print Out a Session

Session Directory
Load a Session
Delete a Session
Session Contents
Convert a Session
Quit from a Session

At the very top of the screen is your last name which you entered as the name of the Current Session. Underneath is the listing of the writing modules.

8-2 SESSION DIRECTORY

Move the pointer to "Session Directory." Press <RETURN>.

The red light will go on and "Session Directory" will appear in the upper left hand corner of the screen. The directory displays your first name which has been stored in the memory as an Old Session. When you exit the program, your new writing will be stored under the name you gave it.

Hit <RETURN>.

You are back in the Main Menu. The "Current Session" at the top of the screen says your last name and the highlighter has returned to "Freewriting/ Looping."

PROTEUS saves everything you write. It will store the material under the name that you give the Session. The directory will store any name where there is writing in one of the modules or when the the "Quit from a Session" feature has been used.

8-3 LOAD A SESSION

The "Load a Session" option allows you to print or to add to previously written material by taking it from PROTEUS' memory and making it the Current Session.

Move the pointer to "Load a Session." Press <RETURN>.

The screen display now asks you to "Enter the name of the Old Session."

Type in the word TEST and press <RETURN>.

PROTEUS will tell you that the name "has not been saved as a Session file." You can only load from a Session name held in the directory.

Type in your first name, exactly as it is entered in the "Session Directory." Press <RETURN>.

The "Session Name" has now changed. You can add to the writing you did under that Session name, or you can print it out.

This feature is useful when you have done some prewriting but have not had time to print it out or convert.

Move the pointer to "Load a Session. Press <RETURN>. Re-enter your last name which has been stored as an Old Session. Press <RETURN>.

8-4 PRINT A SESSION

The "Print a Session" feature will print the entire contents of the material contained in the "Current Session" named at the top of the Main Menu.

Be sure that your printer is turned on before you use this feature, otherwise NOTHING, absolutely NOTHING, will happen and you will have to restart the program.

Move the pointer to "Print a Session." Press <RETURN> or <ENTER>.

The screen reads "Now printing," and the name of the Session you practiced. The documents which are now printing out are samples of each of the prewriting modes you have done. The screen tells you the type of prewriting, as well as the name you gave it.

PROTEUS' "Print a Session" feature will print what you are currently working on, or any past Session that you have loaded. When the printing is finished, PROTEUS will return you to the Main Menu.

8-5 DELETE A SESSION

After a while you may want to discard material which you no longer need. To do this is very simple.

Move the pointer to "Delete a Session." Press <RETURN>.

You will be asked to name the Old Session to be deleted. You must enter the name exactly as it appears in the "Session Directory." If you can't remember, use the "Session Directory."

You cannot delete the Current Session. If you try, PROTEUS will tell you that it is impossible.

Enter the name of the "Current Session." Press <RETURN>.

Be sure that you no longer need the material before you delete! Once it is erased it is gone FOREVER!

8-6 SESSION CONTENTS

The "Session Contents" feature is very handy. Suppose that you want to find out how much and what kind of prewriting you did on a particular subject. If you need to recall the exact name of the material, use the "Session Directory" first.

Move the pointer to "Session Contents." Press <RETURN>. Enter your first name exactly as you entered it. Press <RETURN>.

The screen will display the name of the session, as well as all of the kinds of prewriting you did in the last Session. PROTEUS will store up to twenty separate pieces of writing in any Session. They can be in any combination of prewriting routines.

You do not have to load a session to view the contents. You only have to enter the name EXACTLY as you originally wrote it. If you don't, PROTEUS will apologize and say that "the name is not stored as a Session file." You will then have to go back to the "Session Directory," find the name to use the "Session Contents" option.

8 -7 CONVERT A SESSION

What Convert Does:

All versions of the PROTEUS program allow you to convert your prewriting files for use in a word processor. After you've finished generating, exploring or expanding ideas you can use any part or the entire Session as you begin to draft. The Convert feature differs slightly in the various computers for which the program is written:

Apple Version:

1. The Main Menu and each of the Module Menus have a Convert Selection. Convert a Session in the Main Menu converts everything you've written onto a data disk. Convert from any one of the five writing modules transforms only that data.

2. The program saves the modules individually with a letter prefix identifying the prewriting routine used. So a Freewriting or Looping document called "Test" would read "FTEST" on the data disk. Listing is saved with an "L", The Five W's with a "W", and Cubing with a "C".

When Convert is chosen you will be asked to choose the word processing program you are using.

For Magic Slate 80 column use your ProDOS formatted PROTEUS data disk and the Magic Slate Utility Program to convert the files you wish from ProDOS to Magic Slate files.

Bank Street Writer Convert requires that you know the Session or Module name before you exit the program. You may wish to jot it on a piece of paper. If you forget, reboot PROTEUS, go to the Session Directory or Session Contents for the names.

Tandy and IBM Versions:

1. The Main Menu and each of the Module Menus have a Convert Selection. Convert a Session in the Main Menu converts everything you've written onto a data disk. Convert from any one of the five writing modules transforms only that data.

2. Once Convert has been chosen, you will be asked to select a valid MSDOS file name. This name must be eight or fewer characters with no spaces. PROTEUS will write to itself or to a data disk, the choice is yours.

3. The Convert PROTEUS material can now be accessed by MSDOS word processor (Desk Mate for Tandy) by using the file reading feature of the program.

Commodore Version

The Commodore version has the Convert feature in the Main Menu.

1. When the Converted Program is loaded, select your file from the Idea Menu (Freewriting/Looping, Listing, The Five W's or Cubing) and press RETURN. Each menu will display numbered PROTEUS files held on disk by the name given. Be sure that there are files in the Idea Menu selected. Select the number of the file and press RETURN.

2. After the file is selected you will be asked to select either the Bank Street Writer, Wordpro 3, or Paper Clip program. Enter the number of your choice and press RETURN.

3. The next screen asks you to ENTER A NAME FOR THE NEW CONVERTED FILE. Enter the new file name and press RETURN.

4. You will be given the option of converting all the PROTEUS files which are written in upper case to lower case. Select and press RETURN.

5. You will be asked if you want to make any changes. Yes brings you back to the Word Processor selection. No begins the conversion.

6. Following the screen instructions, remove the PROTEUS disk and insert a formatted work disk. Press RETURN. The Convert is underway.

7. When the file is converted, you will be brought back to the Idea Menu for another choice. If you wish to use your word processor, turn off the computer and boot the word processing program.

TRS 80 Version

The TRS 80 version has a Convert Utility as a Main Menu selection. To access, highlight the Convert Utility and press Enter.

1. The Utility gives you four options: Get a Directory, Select a Session, Session Contents, and Convert a Session.
2. Get a Directory gives you a display of all Sessions stored on the disk.
3. Select a Document allows you to choose the files for conversion from all of the Sessions on disk. When one of the Modules is selected, it will tell you the number of documents of each type currently on file.
4. Convert a Session will convert the entire contents of any session chosen into a word processing file.

8-8 QUIT FROM A SESSION

PROTEUS saves everything you write during a Session under the name you give it when you enter the program. When you are finished generating, gathering, exploring and expanding your ideas, you have three choices.

You may "Print" or "Convert" a session which will give you a "hard" copy or transfer your files to a data disk containing the work you have done.

You may "Quit from a Session" which reassures you that all you have done is being "saved to disk" until you decide to recall or to delete it at some future time.

Move the pointer to "Quit from a Session." Press <RETURN>.

The display screen says "Saving Session to disk..." which means that all the idea processing you did is on the disk until you choose to delete it. Finally, PROTEUS says "Exiting Program."

INTRODUCTION

The PROTEUS Education Package will help you to teach your students the prewriting skills they need to write better and to succeed with their writing. It can also make your task of reading the papers more rewarding. Whether it's a book report for English, writing a Spanish essay, an essay for social studies, or a competency test, the five prewriting techniques in the PROTEUS program will act as guides for good thinking. And good thinking produces good writing.

Teachers know what it's like to read papers that are filled with sketchy information, papers and essays that lack specific details. That's because students don't know how to come up with ideas. They sit and stare at the page and then, when the pressure is really on, write whatever comes into their heads.

PROTEUS can really be, as Electronic Learning said, "a godsend" to teachers (and to students) across the curriculum. Using the program teaches students that they do have ideas and gives student writers solid help in coming up with ideas, developing them and using them in their writing.

The lessons which follow were written and developed by classroom teachers. They give a practical demonstration of some of the ways writing skills can be fostered across the curriculum by using the PROTEUS program. They include a general plan, instructions and student activities. Of course, these are only a few of the endless possibilities that PROTEUS offers.

Think First: Activities for the "Basic Writer"
Teacher's Guide

written by:
Karen Matros

Objective: The goal of the following writing exercises is to aid remedial students. Many states such as New York, Texas, Florida, and New Jersey now have tests of writing competency. Remedial students characteristically do not have the thinking attack skills to allow them to successfully begin and develop writing tasks. Practice with Think First will teach them to :

1. write in greater quantity
2. write more expressively
3. learn from their writing
4. use improvement techniques:
 - a. proofreading
 - b. expansion
 - c. focus

The lessons focus on writing about personal experience, a report, and a persuasive essay because these are very common topics in tests of writing competency.

How to Use: PROTEUS encourages students to type their thoughts without worrying about mistakes. Once the prewriting foundation is laid, the means of improvement are then implemented.

Think First is a series of eight writing activities in sequential order.

FREEWRTING is the first technique used in Activity #1. It is uninterrupted writing which enables students to write quickly about any desired subject. In fact the "Keep Writing" prompt appears if the user stops writing for over ten seconds. Freewriting can be done in one sitting or can be added to at a later date.

In Activity #1, students FREEWRITE in order to brainstorm about one of a choice of topics for several minutes. Depending on the student's grade and interest level, topics can be added, deleted, or substituted. Students are asked to SAVE (PROTEUS does this automatically) their writing for future reference and to PRINT a copy because it is important for them to have a record of each step in the writing process.

In Activity #2, LOOPING is used to narrow down a subject explored in Freewriting and works in much the same way. For example, if a student has brainstormed about MUSIC, he may now wish to narrow this topic and focus on Rock and Roll if that is a part of his Freewriting.

Activity #3 enables students to take the rough draft generated in the LOOP and organize it more logically. An outline format is provided (student worksheet) which students use to fill in the main idea, details, and summary statement if included.

Since organization is the primary focus at this point, do not insist that students correct anything else now.

Activity #4 concentrates on proofreading and revision. The outline completed in the previous activity is reviewed by students who are asked to give a slow oral reading of their work to a partner or to the teacher. Their goals are first to correct the sentence structure, then work on any other necessary changes using feedback from their peers or teacher. Once these improvements are made, the students can convert the LOOP onto a data disk and use a word processor to polish it. Another option is to have the students rewrite by hand.

Activity #5 uses the CUBING module. CUBING "breaks open" a subject by looking at it from six different points of view. This allows students to view things from a number of perspectives, enabling them to realize that they can write in order to learn what it is they want to say. The persuasive writing activity is geared to help students discover their opinion and reasons by thinking about the topic from different points of view.

Activity #5 also uses LISTING. Students are asked to LIST their opinions and reasons after the CUBING previously done is reviewed. The writing session should be printed and kept for further reference.

Activity #6 helps writers organize their persuasive writing. Using their LIST from the last session, they follow a format (student worksheet) which defines the topic, opinion, and reasons. When the organization is set up, students are instructed to repeat Activity #4 for proofreading and revising.

Activity #7 focuses on using the 5W's for generating ideas for report writing. It asks the user to write WHO, WHAT, WHEN, WHERE, and WHY in response to a subject. When finished processing ideas on a given subject, students should PRINT their writing session.

Activity #8 involves using framed paragraphs (student worksheet) for students to "plug in" the information generated in the 5W's session. By doing so, they can successfully turn their ideas into coherent paragraphs. Activity #4 can then be used for proofreading and revising.

General Hints: The students you are working with have had long exposure to "correction" to the point where many are afraid to write. PROTEUS encourages risk-taking. Be sure to support the effort.

It is also an essential practice to allow your students to become familiar with the Help Screens in each module. You may choose to do this as they write or as a class activity prior to writing.

Writing Activity #1
Student Worksheet

Instructions to the Student: You know how hard it is sometimes to begin a piece of writing. You sit and wonder what to say. This exercise will help you learn how to start. Just follow the directions step-by-step.

Step One: Load the program into the computer. When the program is loaded it will ask you for the Session Name. Type in your last name and then press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session. The highlight is on Freewriting which is what we are going to use. Press RETURN to get to the Freewriting Module. Press RETURN again to get to the Freewriting Menu.

Step Three: Move the highlight to Freewriting Help. This will explain the way Freewriting works in the program. Press RETURN.

Step Four: The Help Screens have told you some very important things. Let's review them:

1. You write whatever comes into your mind when you think of a subject
2. Spelling, grammar and things like that don't count
3. Everything you say is O.K.
4. The writing you saw about "Music" had errors. That is what happens when you write quickly about anything.

Step Five: The screen says "Enter Idea or Press Return for the Freewriting Menu." If you would like to see Freewriting Help again, press RETURN and repeat step three. If you would like to begin, write one of the following topics:

Graduation	Anger
Parents	Music
Homework	Friends
War	Love
Cars	Careers

or pick any other topic you know about and are willing to share.

Step Six: When you have entered the idea, press RETURN. The name of your FREEWRITING is at the top of the screen. Start writing whatever comes into your head for five minutes. If you stop for more than 10 seconds, a "Keep Writing" sign will remind you to keep going.

Step Seven: When you're finished, move the highlight to RETURN TO THE MAIN MENU and press RETURN. Move the highlight to PRINT A SESSION and make a copy. All of your writing has been saved and you can come back to it later.

Writing Activity #2

Student Worksheet

Instructions to the Student: In Activity #1, you practiced FREEWRITING. During that time, you wrote whatever came to mind as you thought about one of the topics you were given. This lesson is going to teach you to LOOP. LOOPING helps you to write "more about less."

Step One: Reboot the PROTEUS program. Press the space bar as the program begins to display to speed the title screen. You will be asked to enter the name of the new session or press RETURN for an old session. Press RETURN. You will now see a directory of all of the writing on the disk. Follow the screen instructions and enter the name of your writing exactly as it is written in the directory.

Step Two: Your writing is now the Current Session. With the highlight on Looping Help, press RETURN. When you are asked to "Enter an Idea or Press RETURN for the Menu", press RETURN again.

Step Three: Move the highlight to Looping. Press RETURN. With the highlight on Looping Help, press RETURN. You will see that Looping is a way of taking one idea from your Freewriting and writing more about it.

Step Four: Move the highlight to Freewriting/Looping Directory. Press RETURN. The name of your Freewriting will appear on the screen. Move the highlight to View a Document and press RETURN. Enter the name of your Freewriting. Press RETURN and the Freewriting will appear on the screen.

Step five: Choose one idea you like from your writing. Enter that name as the subject of your Loop. Press RETURN. Just like Freewriting, remember:

1. You will write whatever comes into your mind when you think of a subject
2. Spelling, grammar and things like that don't count
3. Everything you say is O.K.
4. The writing you saw about "The Music Concert" had errors. That is what happens when you write quickly about anything.

Step Six: Start writing whatever comes into your head for five minutes. If you stop for more than 10 seconds, a "Keep Writing" sign will remind you to keep going.

Step Seven: When you're finished, move the highlight to RETURN TO THE MAIN MENU and press RETURN. Move the highlight to PRINT A SESSION and make a copy. All of your writing has been saved and you can come back to it later.

Writing Activity #3
Student Worksheet

Instructions: This lesson will help you to organize the writing you did with PROTEUS.

Step One: Take the printout of the Freewriting and Looping you did in activities one and two. If you do not have a copy, load PROTEUS into your computer and use the directions to load an old session. When the old session is loaded, move the highlight to Print a Session and press RETURN. Your writing will print out. You might also wish to use your word processor to work with the PROTEUS material. In that case, load your old session, and move the highlight to Convert a Session. Follow the directions to move your writing to a data disk.

When the data has been transferred, load your word processor into the computer and use the PROTEUS material which is stored on the data disk.

Step Two: Follow the outline to help organize your thoughts:

I. Main Idea (introduces what the paragraph is about)

.....
.....
.....

II. Detail One (example, illustration)

.....
.....
.....

III. Detail Two (example, illustration)

.....
.....
.....

IV. Detail Three (example, illustration)

.....
.....
.....

V. Conclusion (sum up your ideas on the subject)

.....
.....

Writing Activity #4

Student Worksheet

Instructions: This activity will help you to correct any errors which might be in your outline. This is called **PROOFREADING**. There are two ways that you can do this activity.

Method #1

Choose a partner, or your teacher. Using the printout of your outline (or your hand written copy) slowly read what you have written. As you read, stress the places where you have punctuation (periods, commas). Listen for the places where punctuation belongs. Have your partner help by telling you if he or she agrees with the placement of periods. Watch out for sentence fragments (incomplete sentences) and run-ons (sentences which are incorrectly combined)...


After you have checked for punctuation, proofread for spelling by reading the paper with your partner. Read it backwards! Start with the last word and work toward the first. By doing this, you will see each word by itself.

Method #2

If you have the writing on a data disk, use your word processing program to help you make the changes. With your partner, slowly look over the words on the screen. Read it out loud to your partner. Make the changes in run-ons and sentence fragments as in method one.

Use a spell checker program to help make spelling corrections.
Use the instructions of the program you have.

Now use your word processor to make the outline into a paragraph or recopy below:



Writing Activity #5
Student Worksheet

Instructions: This activity will help you to write an essay which tries to persuade somebody to believe your point of view.

Here is the question which you have to answer:

The principal of your school is deciding whether or not to do away with final exams. He has asked students to write to him with their opinions. Write to the principal and tell him whether you think you should do away with final exams. Give two reasons for your opinion. Support each reason with facts or details.

Step One: Load the PROTEUS disk into your computer. When asked to enter a name, write CUBING and your last name.

Step Two: When the Main Menu appears, move the pointer to Cubing and press RETURN. When the prompt appears to enter an idea or press RETURN, press RETURN.

Step Three: Use the Cubing Help option by pressing RETURN when the highlight is on Cubing Help.

Step Four: The help screens have shown you that you can use six different ways to get ideas. Remember, none of your ideas are wrong. You should try to write as much as you can for each of the six questions in Cubing.

Step Five: Enter EXAM as the name for your Cubing. Press RETURN. Answer all of the six questions as fully as you can. Remember, nothing you write is incorrect.

Step Six: Move the highlight to Listing. Press RETURN. Enter EXAM as the name for your List. Press RETURN.

Step Seven: Look at your writing on the screen. Pick out the best reasons and ideas from the Cubing and make them into a List that is either FOR or AGAINST final exams.

Step Eight: When you are finished with your list, move to the Main Menu by selecting that option and pressing RETURN.

Step Nine: Choose the Print a Session in the Main Menu. Press RETURN. You now have a copy of all of your Cubing and your List. This is the material you will use in writing the essay.

Writing Activity #6
Student Worksheet

Instructions: Use your Cubing and your List from Activity #5 to fill in the following paragraph:

I. Topic (introduces the subject. Use the question to help you.)

.....
.....
.....
.....

II. Opinion (your point of view)

.....
.....

III. First Reason (why your opinion is right)

.....
.....
.....
.....

IV. Second Reason (must be different from the first)

.....
.....
.....
.....
.....

When you have finished writing, go back to Activity #4 to proofread and revise.

Writing Activity #7
Student Worksheet

Instructions: This lesson will help you to gather information for writing which asks you to talk about events. We are going to use the 5W's part of the PROTEUS program to help.

Here is the question: Choose a person in your life who is very special to you and tell why.

Step One: Turn on the computer and load the PROTEUS program. When you are asked to enter a Session Name write your first name and the words SPECIAL PERSON.

Step Two: Move to the Listing module and press RETURN. Enter the word person and press RETURN.

Step Three: Write the names of all the people who might be special to you. When you are finished, press RETURN and store the List.

Step Four: Move the highlight to Listing again. Press RETURN. Look over your List. Pick the name of someone whom you would like to write more about and enter it as the subject for your second List. Press RETURN.

Step Five: Write all of the things that come to mind when you think of the special person. Any events or qualities (fun to be with, kind, etc.) you can think of are fine. When you are finished, press RETURN.

Step Six: Move the highlight to the 5W's. Press RETURN. When asked to enter an idea or press RETURN, press RETURN for the 5W's Menu. When the highlight is on 5W's Help, press RETURN.

Step Seven: The Help Screens have shown you that you can really remember a lot if you use the five questions you are asked and write as much as you can for each one. Do not enter an idea for the 5W's. Press RETURN and when the menu comes up, move the highlight to Listing and press RETURN. Press return again for the Listing Menu. Move the highlight to Listing Directory and press RETURN. The name of your writing is now on the screen. Move to View and press RETURN. Enter the name of the List you made of the special person. Press RETURN.

Step Eight: Look for an idea that came to you because of what that person once did with you. Move the highlight to 5W's and press RETURN. Enter the idea from your List. Press RETURN again. Now try to remember all of the details about the event and answer the WHO, WHAT, WHEN, WHERE, and WHY (Why was the event so special to you?). When you are finished, press RETURN to store the 5W's.

Step Nine: Repeat Steps Seven and Eight with another item from your List. Keep going back until you have remembered all of the events you can.

Step Ten: Print out your Session by going to the Main Menu and choosing Print a Session.

Step Eleven: Look over your printout. Choose the events that best show why the person is special. Then use either Convert a Session to put your writing on a data disk for your word processor, or use the printout to write your essay.

Writing Activity #8
Student Worksheet

Instructions: Use the 5W's material you have written to fill in the information in the following essay. You may recopy it here or use your word processor with the writing you have converted.

The person who is very special to me is

.....
.....

She/He is so special because.....(tell why)

I can remember the time

.....
.....
.....
.....
.....
.....(tell one of the 5W's)

Another time

.....
.....
.....
.....
.....
.....

DO THIS FOR ALL OF THE 5W'S WRITING YOU HAVE.

When you are all finished, go back to Activity #4 to work on proofreading and spelling correctness.

PROTEUS and the Book Report
Teacher's Guide

Lesson Objective: To use the LISTING and THE 5W's routines from the PROTEUS program to assist students in answering a standard book report question. By using the program the students will be able to generate relevant information supported by specific examples. This lesson may be done with individual students, as a class activity in a computer lab, or with the teacher at the computer with the class supplying the information.

NOTE: This plan is prepared for students who do not know the PROTEUS program. As the students proceed, they will learn how to manipulate the features. As they use the program, the routines will become much more familiar.

Preparation:

1. A knowledge of inserting and booting the PROTEUS program
2. The duplication of the student work sheets
3. The recent reading of an appropriate work of literature

Method:

1. Distribute the work sheets
2. Read the book report question. Explain that they will be using the PROTEUS program to help them to discover and explore information before they try to write a draft. The two methods, LISTING and THE 5W's will aid them in giving specific examples which will lead to a higher grade on the report.
3. Give each student (or group) a copy of the PROTEUS program to insert in the computer
4. Have students insert disks and turn on machines
5. Have students enter an appropriate name (we suggest using the last name and writing topic) when the prompt appears
6. When the MAIN MENU appears, direct the students to follow the screen directions to move the pointer to LISTING and then access the module, and press RETURN to get to the Listing Menu. The highlight (except Commodore and TRS80 versions) will be on Listing Help. Press RETURN again. (Note: PC version uses the ENTER key). The HELP screens will explain the method of making a list.
7. Direct the students to generate a LIST based on the book report question. Then, students should

move the highlight to LISTING, press RETURN (or ENTER), and type in a name for the LIST. Remind them that the listed items represent immediate impressions, not final answers.

8. When the list is completed (up to fifteen items), students will exit the module by following the instructions on the screen.
9. Ask the students to move the highlight to THE 5W's and press RETURN, then hit the key once more to get to the 5W's Menu. The highlight will be on 5W's HELP. Press RETURN again for the instructions. The HELP screens will show that 5W's information is more than a single word response.
10. After HELP is completed, instruct the students to move the highlight to LISTING and press RETURN; press RETURN again to get to the LISTING Menu. Move the highlight to LISTING Directory and press RETURN. The name of the list will appear. Then move the highlight to View a Document, press RETURN and enter the name of their list. The items will appear on the screen.
11. Move the highlight to THE 5W's, press RETURN, and enter one of the items from the list as an IDEA. Press RETURN again. Using the screen prompts, answer each supplying as much information as possible.
12. When the five areas have been answered, follow the procedure for Steps 10 and 11, choose five more listed items and develop THE 5W's for each.
13. When the exercise is completed, students may move the highlight to Return to the Main Menu, press RETURN, and if printers are on line, use the Print a Document to print out all of the material generated. Or they may use the Convert a Document to transfer the information to a data disk for use with a word processor.

Conclusion: At the end of this exercise, students will be able to look at a book report question, identify the areas that need to be explored, and generate appropriate information. Often, the 5W's material will be the material for a paragraph or paragraphs which constitute the substance of the book report.

Using the same procedure you can vary the book report questions and teach your students how to analyze and support their statements with specific examples.

PROTEUS AND THE BOOK REPORT
STUDENT WORKSHEET

INSTRUCTIONS TO THE STUDENT: The following is an exercise showing you how to write a better book report using PROTEUS-The Idea Processor. We'll take you through it step-by-step. Just follow the directions carefully.

Here is the Book Report Question:

Often in literature characters tell us the kind of people they are by what they do. From a novel or play which you have recently read, choose a character and give three major characteristics. Be sure to explain each characteristic by using examples from the book or play. Include title and author.

Step One: Load the program into the computer. When the program is loaded it will ask you for the Session Name. Type in your last name and write either the name of the book or, simply "BOOK REPORT." Press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session. Follow the directions on the bottom of the screen to move the highlight from Freewriting to Listing. Press RETURN to get to the Listing Module. Press RETURN again to get to the Listing Menu.

Step Three: Move the highlight to Listing Help. This will explain the way Listing works in the program. Press RETURN.

Step Four: After you have read the Help Screens, move the highlight to Listing. Write in the name of a character you want to use. Hit RETURN. The name of the character is now at the top of your screen.

Step Five: Write in your impressions of the character. Here's an example from Huckleberry Finn by Mark Twain:

1. BRAVE
2. LOYAL
3. FOLLOWS TOM SAWYER
4. LIKES ADVENTURE
5. SMART

Now you try it with the character from your book. Try to think of at least five or six character traits like the ones listed for Huckleberry Finn. When you're finished, follow the instructions to exit from your list.

Step Six: Now let's try to remember things that happened in the book which led us to say what we did about the character (brave, loyal, etc.). These examples are very important to getting you the maximum score on the report. To do this we're going to use the 5W's Module.

Step Seven: Move the highlight to The 5W's and press RETURN. Press RETURN again to get to the 5W's Menu. When the highlight is on 5W's Help, press RETURN.

Step Eight: The Help Screens have shown you that the 5W's are more than a single word. When you write, try to be as complete as possible. Remember, this is prewriting, so anything you say is O.K. You can make changes later when you draft.

Step Nine: Move the highlight to Listing. Press RETURN two times to get to the Listing Menu. Move the highlight to Listing Directory and press RETURN. The title of your character list will appear on the screen exactly as you wrote it. When the directory has been displayed, move the highlight to View a Document, write the title of your list and press RETURN. Your list will appear on the screen.

Step Ten: Move the highlight to the 5W's as you did before and press RETURN. Write the first item from your list and the number 1 (example: BRAVE1). Press RETURN. Now, remembering what the 5W's Help Screens showed you, try to answer each of the prompts on the screen as completely as you can:

WHO: Who was the character? Were there any others?

WHAT: What happened? Give everything you remember.

WHEN: At what time? After what other thing happened?

WHERE: Give the place with all of the details that you can remember.

WHY: Why does what you said show the major characteristic?

Step Eleven: Follow the screen directions to store your 5W's. If you can think of other times in the book that the character acted in the same way, you can add to your 5W's list. Move the highlight to 5W's, press RETURN, and write the name of the idea and the number 2 (example: BRAVE2). Answer the 5W's as you did before. Keep going until you can't think of any more.

Step Twelve: Repeat Step Nine to get your List back. Choose the second item. Repeat Steps Ten and Eleven.

Step Thirteen: Repeat Steps Nine, Ten, and Eleven until you've written about all of the items on your list.

Step Fourteen: You now have two options. First, you can move the highlight to Return to the Main Menu, press RETURN, and then move to Print Out a Session. If you do this, everything you wrote will be printed out for you to look at as you write your draft. The other option is to Convert a Session. If you do this, your material will be stored on a data disk and you can use your word processor to create a draft. You should have plenty of information to write about now!

PROTEUS and The Essay of Personal Experience Teacher's Guide

Lesson Objective: The purpose of this lesson is to show students the ways that the Proteus program can help them to write about personal experience. The lesson teaches that we begin with writing for the purpose of discovering a subject and then, by a gradual process of expansion and exploration, develop the experience so that another can understand and relate to it.

The key to this lesson is the selection of an actual experience or experiences and the use of details which allow the reader to re-live the experience with the writer. This exercise will teach students to avoid over generalizing as well as the tendency to assume that the reader shares the writer's knowledge.

Preparation: 1. A knowledge of inserting and boot the PROTEUS program.

2. The duplication of student worksheets

Method:

1. Distribute the student worksheets which explain the assignment
2. Stress to the students that they will write in order to find out what they want to say and to write freely and without trying to "get it right" on the first try; writing is a "process" of discovery
3. Give each student (or group) a copy of the PROTEUS program to insert into the computer
4. Have students enter an appropriate session name (we suggest using the last name and writing topic) when the prompt appears, and follow the screen instructions to the Main Menu.
5. When the Main Menu appears, direct the students to select FREEWRITING/LOOPING by following the directions on the screen. Once in the FREEWRITING Module, they should press RETURN again for the FREEWRITING Menu, select FREEWRITING Help, and press RETURN. The HELP screens will explain the method of FREEWRITING and supply an example using the topic of "Music."
6. Point out that the writing on "Music" was rambling and had technical flaws. The most important thing

is that writers put down all thoughts connected to the topic regardless of logic or correctness.

7. Ask the students to enter a subject from the worksheet as the idea for their FREEWRITING and to press RETURN. Then allow them to write for four or five minutes nonstop. If they pause for more than ten seconds, a "Keep Writing" prompt will appear on the bottom of the screen. Be prepared for some complaint as PROTEUS keeps them from composing.
8. After the FREEWRITING is finished, direct the students to store the writing by following the directions on the screen. Then move the highlight to LOOPING and press RETURN, get to LOOPING Help, and press RETURN again. The LOOPING Help will explain how to pull one idea from the FREEWRITING and focus on it.
9. Using the View a Document, students should call up the FREEWRITING document and display it on the screen. Then using one idea as the Help instructed, zero in. This exercise can be repeated by going back to the FREEWRITING for more ideas until they have found an instance.
10. The process of LOOPING helps writers with focus. Once finished, they should follow the screen instructions to store the writing. From there, writers may go to the Main Menu and elect to Print Out a Session which gives them "hard copy" to look over before drafting. They may also Convert a Session which allows data to be transferred to a word processor.

Alternate Methods: Students may choose a module other than FREEWRITING to begin:

1. CUBING - will give six ways of looking at an abstract idea such as "fear" or "love" to help them discover their meaning of the word. From CUBING, they can FREEWRITE and LOOP.
2. LISTING - will allow a rapid survey of ideas and events associated with the word. From LISTING, writers may proceed to FREEWRITE on each item or use the 5W's to expand on one event in the list.

Conclusion: At the end of this exercise, students will begin to see that they can discover a context for their personal interpretation of an abstract term. They will begin to develop methods for exploring and expanding that context and to develop it by using various prewriting strategies. We have included a worksheet for you to reproduce and then fill in with topics of your choice.

PROTEUS and The Essay of Personal Experience
Student Worksheet

INSTRUCTIONS TO THE STUDENT: This exercise will show you the ways that the PROTEUS program can help you to write about personal experience.

The key to this lesson is the selection of an actual experience or experiences and the use of details which allow the reader to re-live the experience with the you.

It's also important for you to know that you can write in order to find out what you want to say. This lesson will show you ways of coming up with ideas and information.

The following is a list of topics to write about. They are all very general terms. You should choose a topic and then use your own personal experience to explain what the term chosen means to you.

LOVE
HATE
SCHOOL
PARENTS
AUTOMOBILES

FRUSTRATION
BEAUTY
POPULARITY
HONESTY
MUSIC

Step One: Load the PROTEUS program into the computer. When asked for a Session Name, write your last name and the topic you have chosen and press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session.

Step Three: The highlight and pointer are on FREEWRITING/LOOPING. Press RETURN.

Step Four: Once in the FREEWRITING Module, press RETURN again for the FREEWRITING Menu, select FREEWRITING Help, and press RETURN. The HELP screens will explain the method of FREEWRITING and supply an example using the topic of "Music."

Step Five: The Help screens gave you some very important advice, to write nonstop on your topic with whatever comes to mind. The writing you saw on "Music" was rambling and had technical flaws. The most important thing is that writers put down all thoughts connected to the topic regardless of logic or correctness.

Step Six: Enter the a subject you selected from the worksheet as the idea for your FREEWRITING and press RETURN. Write for four or five minutes nonstop. If you pause for more than ten seconds, a "Keep Writing" prompt will appear on the bottom of the screen. If you wish to pause to talk to your teacher or to take a rest, follow the instructions on the screen to pause.

Step Seven: After the FREEWRITING is finished, store the writing by following the directions on the screen. Then move the highlight to LOOPING and press RETURN, get to LOOPING Help, and press RETURN again. The LOOPING Help will explain how to pull one idea from the FREEWRITING and focus on it.

Step Eight: Now that you've seen the LOOPING Help, you know that you can go to the FREEWRITING and take one part to write more about. Move the highlight to View a Document and press RETURN. Then type in the name of the FREEWRITING you did and press RETURN again. It will appear on the screen.

Step Nine: Look at what you wrote. Choose one part that you'd like to write more about. Type in a name to identify it and press RETURN. Using that one idea as the Help instructed, zero in and write for four or five minutes. This exercise can be repeated by going back to the FREEWRITING for more ideas until you have found one or two instances that really talk about your subject. The process of LOOPING helps you with focus.

Step Ten: You may go to the Main Menu and elect to Print Out a Session which gives you "hard copy" to look over before drafting. You may also Convert a Session which allows data to be transferred to a word processor.

Alternate Methods: You may wish to choose a module other than FREEWRITING to begin:

1. CUBING - will give six ways of looking at an abstract idea such as "fear" or "love" to help you discover your meaning of the word. From CUBING, you can FREEWRITE and LOOP.
2. LISTING - will allow a rapid survey of ideas and events associated with the word. From LISTING, you may proceed to FREEWRITE on each item or use the 5W's to expand on one event in the list.

PROTEUS and The Essay of Personal Experience
Student Worksheet

INSTRUCTIONS TO THE STUDENT: This exercise will show you the ways that the PROTEUS program can help you to write about personal experience.

The key to this lesson is the selection of an actual experience or experiences and the use of details which allow the reader to re-live the experience with the you.

It's also important for you to know that you can write in order to find out what you want to say. This lesson will show you ways of coming up with ideas and information.

The following is a list of topics to write about. They are all very general terms. You should choose a topic and then use your own personal experience to explain what the term chosen means to you.

Step One: Load the PROTEUS program into the computer. When asked for a Session Name, write your last name and the topic you have chosen and press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session.

Step Three: The highlight and pointer are on FREEWRITING/LOOPING. Press RETURN.

Step Four: Once in the FREEWRITING Module, press RETURN again for the FREEWRITING Menu, select FREEWRITING Help, and press RETURN. The HELP screens will explain the method of FREEWRITING and supply an example using the topic of "Music."

Step Five: The Help screens gave you some very important advice, to write nonstop on your topic with whatever comes to mind. The writing you saw on "Music" was rambling and had technical flaws. The most important thing is that writers put down all thoughts connected to the topic regardless of logic or correctness.

Step Six: Enter the a subject you selected from the worksheet as the idea for your FREEWRITING and to press RETURN. Write for four or five minutes nonstop. If you pause for more than ten seconds, a "Keep Writing" prompt will appear on the bottom of the screen.

If you wish to pause to talk to your teacher or to take a rest, follow the instructions on the screen to pause.

Step Seven: After the FREEWRITING is finished, store the writing by following the directions on the screen. Then move the highlight to LOOPING and press RETURN, get to LOOPING Help, and press RETURN again. The LOOPING Help will explain how to pull one idea from the FREEWRITING and focus on it.

Step Eight: Now that you've seen the LOOPING Help, you know that you can go to the FREEWRITING and take one part to write more about. Move the highlight to View a Document and press RETURN. Then type in the name of the FREEWRITING you did and press RETURN again. It will appear on the screen.

Step Nine: Look at what you wrote. Choose one part that you'd like to write more about. Type in a name to identify it and press RETURN. Using that one idea as the Help instructed, zero in and write for four or five minutes. This exercise can be repeated by going back to the FREEWRITING for more ideas until you have found one or two instances that really talk about your subject. The process of LOOPING helps you with focus.

Step Ten: You may go to the Main Menu and elect to Print Out a Session which gives you "hard copy" to look over before drafting. You may also Convert a Session which allows data to be transferred to a word processor.

Alternate Methods: You may wish to choose a module other than FREEWRITING to begin:

1. CUBING - will give six ways of looking at an abstract idea such as "fear" or "love" to help you discover your meaning of the word. From CUBING, you can FREEWRITE and LOOP.
2. LISTING - will allow a rapid survey of ideas and events associated with the word. From LISTING, you may proceed to FREEWRITE on each item or use the 5W's to expand on one event in the list.

PROTEUS and The Essay of Literary Analysis

By Jacquelyn Brush
Huntington High School

OBJECTIVES: To use PROTEUS to write an essay of literary analysis, which avoids generalizations and includes specific details to discuss the theme of a work of literature.

PREPARATIONS: Student - Read and thoroughly discuss the play Macbeth by William Shakespeare.

PROTEUS

FEATURES USED

IN THIS LESSON: Listing Module

METHOD:

Step One: Say to the students:

Today we are going to pre-write in preparation for an essay analyzing a theme of the play Macbeth.

Step Two: Start pre-writing with the listing module of PROTEUS.

Step Three: We will try to think of an idea that we can develop into a paper and then complete a list of items that are related.

Step Four: Listing is a pre-writing exercise for jotting down ideas about a topic, as they occur, in a list form, without structure or organization until the writer's knowledge is exhausted.

Step Five: Bring to mind a list of the motifs that are found in the play Macbeth, following these steps:

A. Review Listing Help.

B. Enter your idea (in this case Motifs in Macbeth). Follow directions on the screen; you are now ready to list as many motifs as you can remember. Continue listing until ideas are exhausted. Example:

- | | |
|-------------|--------------------|
| (1) Blood | (5) Supernatural |
| (2) Water | (6) Light and Dark |
| (3) Ghosts | (7) Fair is Foul |
| (4) Witches | |

Etc.

Step Six: This list is now stored in the "Listing Directory" for this session which you may recall at any time. Make a printout for future reference.

Step Seven: Choose one motif from list #1; choose the motif you know the most about or the motif you like best, e.g. Fair is Foul. You are now ready to create a second list. Think of every instance in the play where Fair is Foul is evidenced and list. Example:

- (1) Witches' opening lines "Fair is foul..."
- (2) Macbeth's lines after battle "So foul and fair a day..."
- (3) Witches' treatment of Banquo "Lesser than Macbeth yet greater..."
- (4) Killing of Duncan
- (5) Duncan's lines on arrival at Inverness "This hath a pleasant seat." (Compare to inside where death awaits.)
- (6) Lady Macbeth's speeches to Duncan
- (7) Lady Macbeth's speeches to Macbeth
- (8) Weather
- (9) Old Thane of Cawdor (Unknown traitor)
- (10) Duncan's lines of him "There's no art to find the mind's construction in the face."
- (11) Macbeth's plot to kill Banquo "Fail not our feast..."

Step Eight: This list is also stored. Print a copy for future reference.

Step Nine: Now create list #3 where you group these ideas. Consult printout of list 1 and 2. First, group similar ideas together; then arrange them chronologically. Example:

- (1) Opening lines; Lines after battle; Weather
- (2) Witches' treatment of Banquo; Macbeth's plot to kill Banquo
- (3) Duncan's arrival at Inverness; Killing of Duncan; Lady Macbeth's greetings to Duncan
- (4) Old Thane of Cawdor; Duncan's lines re-Old Thane
- (5) Lady Macbeth's speeches to Macbeth

You are now ready to write an essay analyzing a theme in Macbeth using the list of motifs generated on PROTEUS.

PROTEUS and the SOCIAL SCIENCES
Teacher's Guide

Lesson Objective: To use the prewriting routines from the PROTEUS program to assist students in developing material for a social science essay. By using the program, students will be able to focus on and develop pertinent information.

NOTE: This plan uses a particular question relating to social studies for the purpose of illustrating the routines. We suggest that you modify the question, if necessary, to suit the subject matter of your course.

Here is the question:

Many problems today can be considered global problems because their existence in one country or area affects other areas of the world. One of these problems is terrorism. Show how terrorism is a global problem because its existence in one country or area affects other areas of the world. Discuss an attempt to deal with the problem.

Preparation:

1. A knowledge of inserting and booting the PROTEUS program
2. Duplication of the student work sheet

Method:

1. Distribute the student worksheets which explain the assignment
2. Stress to the students that they will write in order to find out what they want to say and to write freely and without trying to "get it right" on the first try; writing is a "process" of discovery
3. Give each student (or group) a copy of the PROTEUS program to insert into the computer
4. Have students enter an appropriate session name (we suggest using the last name and writing topic) when the prompt appears, and to follow the screen instructions to the Main Menu.
5. When the Main Menu appears, direct the students to move to CUBING and to press RETURN. Press RETURN again to get to the CUBING Menu. Move to CUBING Help and press RETURN.

6. Direct the students to read the Help screens which explain the routine.
7. Direct the students to enter TERRORISM and press RETURN. They should then write freely to explore their thinking from the six vantage points. This will serve to spark ideas and associations on the subject. Be sure to caution the students to write copiously on each of the six points:

Analyze: What are the component parts of terrorism? What are the kinds of terrorism? What kinds of groups? What aims?

Compare: Terrorist groups, tactics, aims, etc. What are the common threads? What have other countries done to combat terrorism?

Contrast: How do terrorists differ from other political groups? How are terrorist groups activities and aims different one from the other? How have countries acted differently in dealing with the threat?

Argue For: Is there any just claim? How can you justify the tactics?

Argue Against: What are the events and tactics that have been employed to combat terrorism?

Define: Try to find the common threads that lead to a working definition.

8. When all six questions have been explored, the CUBING should be saved, following the on screen instructions. There are then three modules which may be used to develop the CUBING on TERRORISM.

NOTE: Students select the strategy by moving the highlight to the desired routine which is displayed in the first column of the CUBING Module, pressing RETURN to get to the module and again to get to the Module Menu.

As with CUBING, the Help screens should be read first. Then, the students should return to the CUBING module by highlighting and pressing RETURN two times. Once back in CUBING, highlight the View a Document option and press RETURN. Type in the name of the CUBING document (TERRORISM) and press RETURN. The writing on TERRORISM will appear. The writing will stay on the screen when the students move to a different module so that they can "prospect" for ideas. Then they should choose the routine which will best suit further development, highlight it, press RETURN,

enter the name for the new idea, and press RETURN. This can be repeated until sufficient material is generated.

The modules which can help expand the writing are:

1. The 5W's - used to develop ideas or information in the CUBE which allude to specific events by asking WHO, WHAT, WHEN, WHERE, and WHY. This is useful where the CUBING dealt with countries and actions of or against terrorists.
2. LISTING - used to write a sequence of items such as aims, tactics, etc, countries involved in, or working against terrorism.
3. FREEWRITING/LOOPING - used to write ideas quickly without stopping. Effective when expanding sections of the CUBE.

Any or all these modules may be used and repeated in any sequence.

9. When all the ideas have been exhausted, students have two options. They may Return to the Main Menu from any module, and print everything they've done by choosing Print a Session and pressing RETURN. Option two is to Convert a Session to a data file which may be used by a word processor.

Conclusion: At the end of this exercise, students will be able to develop and expand factual material which is relevant to a particular question and begin to learn thinking techniques which enable analysis.

This exercise should be repeated with questions of your choosing. The routines in PROTEUS can be ordered in any sequence.

We have enclosed a Worksheet with a blank space for you to reproduce and fill in your own questions.

PROTEUS and the SOCIAL SCIENCES
Student Worksheet

INSTRUCTIONS TO THE STUDENT: This lesson uses the PROTEUS program to help you answer a social science or social studies essay question. By using the program, you'll learn how to generate and develop pertinent information and get you past writer's block.

Here is the question:

Many problems today can be considered global problems because their existence in one country or area affects other areas of the world. One of these problems is terrorism. Show how terrorism is a global problem because its existence in one country or area affects other areas of the world. Discuss an attempt to deal with the problem.

Step One: Insert and load the PROTEUS program into your computer. When the program is loaded, it will ask you for the Session Name. Type in your last name and TERRORISM. Press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session.

Step Three: Following the instructions on the bottom of the screen, and move the highlight and pointer to CUBING. Press RETURN.

Step Four: Once in the CUBING Module, press RETURN again for the CUBING Menu, select CUBING Help, and press RETURN. The HELP screens will explain the method of CUBING and supply an example using the topic of "Music."

Step Five: The Help screens gave you some very important advice, to write nonstop on each of the six parts of the CUBE. The writing you saw on "Music" was rambling and had technical flaws. The most important thing is that writers put down all thoughts connected to the topic regardless of logic or correctness.

Step Six: Enter TERRORISM as the idea and and press RETURN. You should then write freely to explore your thinking from the six vantage points. This will serve to spark ideas and associations on the subject. Be sure to write copiously on each of the six points:

Analyze: What are the component parts of terrorism? What are the kinds of terrorism? What kinds of groups? What aims?

Compare: Terrorist groups, tactics, aims, etc. What are the common threads? What have other countries done to combat terrorism?

Contrast: How do terrorists differ from other political groups? How are terrorist groups' activities and aims different one from the other?
How have countries acted differently in dealing with the threat?

Argue For: Is there any just claim? How can you justify the tactics?

Argue Against: What are the events and tactics that have been employed to combat terrorism?

Define: Try to find the common threads that lead to a working definition.

Step Seven: When all six questions have been explored, the CUBING should be saved, following the on screen instructions. There are then three modules which may be used to help you to further develop the CUBING on TERRORISM.

NOTE: Select the strategy by moving the highlight to the desired routine which is displayed in the first column of the CUBING Module, pressing RETURN to get to the module and again to get to the Module Menu.

As with CUBING, the Help screens should be read first. Then, you should return to the CUBING module by highlighting and pressing RETURN two times. Once back in CUBING, highlight the View a Document option and press RETURN. Type in the name of the CUBING document (TERRORISM) and press RETURN. The writing on TERRORISM will appear. The writing will stay on the screen when you move to a different module so you can "prospect" for ideas.

Step Eight: Choose the routine which will best suit further development, highlight it, press RETURN, enter the name for the new idea, and press RETURN. This can be repeated until sufficient material is generated.

The modules which can help expand the writing are:

1. The 5W's - used to develop ideas or information in the CUBE which allude to specific events by asking WHO, WHAT, WHEN, WHERE, and WHY. This is useful where the CUBING dealt with countries and actions of or against terrorists.
2. LISTING - used to write a sequence of items such as aims, tactics, etc, countries involved in, or working against terrorism.

3. FREEWRITING/LOOPING - used to write ideas quickly without stopping. Effective when expanding sections of the CUBE.

Any or all these modules may be used and repeated in any sequence.

Step Nine: When all of the ideas have been exhausted, you have two options. You may Return to the Main Menu from any module, and print everything you've done by choosing Print a Session and pressing RETURN. Option two is to Convert a Session to a data file which may be used by a word processor.

PROTEUS and the SOCIAL SCIENCES
Student Worksheet

INSTRUCTIONS TO THE STUDENT: This lesson uses the PROTEUS program to help you answer a social science or social studies essay question. By using the program, you'll learn how to generate and develop pertinent information and get you past writer's block.

Here is the question:

Step One: Insert and load the PROTEUS program into your computer. When the program is loaded, it will ask you for the Session Name. Type in your last name and a name for the session. Press RETURN.

Step Two: You will now see the Main Menu. At the top is the name you typed as the Current Session.

Step Three: Following the instructions on the bottom of the screen, move the highlight and pointer to CUBING. Press RETURN.

Step Four: Once in the CUBING Module, press RETURN again for the CUBING Menu, select CUBING Help, and press RETURN. The HELP screens will explain the method of CUBING and supply an example using the topic of "Music."

Step Five: The Help screens gave you some very important advice, to write nonstop on each of the six parts of the CUBE. The writing you saw on "Music" was rambling and had technical flaws. The most important thing is that writers put down all thoughts connected to the topic regardless of logic or correctness.

Step Six: Enter your idea and and press RETURN. You should then write freely to explore your thinking from the six vantage points. This will serve to spark ideas and associations on the subject. Be sure to write copiously on each of the six points.

Step Seven: When all six questions have been explored, the CUBING should be saved, following the on screen instructions. There are then three modules which may be used to help you to further develop the CUBING.

NOTE: Select the strategy by moving the highlight to the desired routine which is displayed in the first column of the CUBING Module, pressing RETURN to get to the module and again to get to the Module Menu.

As with CUBING, the Help screens should be read first. Then, you should return to the CUBING module by highlighting and pressing RETURN two times. Once back in CUBING, highlight the View a Document option and press RETURN. Type in the name of your the CUBING document and press RETURN. The writing you did will appear. The writing will stay on the screen when you move to a different module so you can "prospect" for ideas.

Step Eight: Choose the routine which will best suit further development, highlight it, press RETURN, enter the name for the new idea, and press RETURN. This can be repeated until sufficient material is generated.

The modules which can help expand the writing are:

1. The 5W's - used to develop ideas or information in the CUBE which allude to specific events by asking WHO, WHAT, WHEN, WHERE and WHY.
2. LISTING - used to write a sequence of items.
3. FREEWRITING/LOOPING - used to write ideas quickly without stopping. Effective when expanding sections of the CUBE.

Any or all these modules may be used and repeated in any sequence.

Step Nine: When all of the ideas have been exhausted, you have two options. You may Return to the Main Menu from any module, and print everything you've done by choosing Print a Session and pressing RETURN. Option two is to Convert a Session to a data file which may be used by a word processor.

Proteus y tú
Using PROTEUS for the Teaching of
Spanish Composition Writing

Written by Elizabeth Walsh

Introduction to the teacher

PROTEUS is a software package designed to help students gather and process ideas before writing. For that reason, it is called "The Idea Processor" and a "Pre - writing Tool".

As stated by the concept designer Robert J. Leonard of Research Design Associates, Inc., of Stony Brook, New York:

"Whenever there is writing to be done, every writer, from a beginner to a professional, has to go through a series of steps.

The first step is called prewriting. This is the time when writers gather material to write about. It is very important because until you have some ideas, you have nothing to write about."

This may seem very obvious or unimportant to some teachers of upper level subjects, but as foreign language teachers know, this is an amazingly difficult step to achieve for beginning foreign language students. Most students have difficulties even when writing in English.

Writing a well thought-out and grammatically correct composition in another language may seem to some an impossibility.

Leonard states, "We all know how it feels to draw a blank, to sit and stare at an empty page or a blank computer screen...it feels awful." This problem is compounded when the student must write in a foreign language, given the confines of his/her limited vocabulary and the frequent reluctance that new foreign language students exhibit toward taking a chance and making mistakes.

Proteus can help any student to "brain storm" about a given topic. With Proteus, the student can explore what she/he already knows about a subject or discover new ideas that hadn't been uncovered before. Proteus is named after the Greek God who could change his form at will - and the program Proteus can help students do just that; explore and expand on a topic, find out what they know and how they feel about a subject, and get ideas down on paper so that they can look at them.

After the student has finished "brainstorming" her ideas, she receives a printout of everything that has been written. She now

has the raw material to start her draft. The ideas are there. Now she can start to concentrate on spelling and grammar.

Of course, foreign language teachers would have to make some alterations in the instructions and examples to better adapt the program to their needs. But I feel that after an initial example in a foreign language is demonstrated and the students have that example to refer to, subsequent attempts will definitely grow easier and the potential for benefit is great.

Application of the program

1. Insert the disk into the disk drive with the label facing up and toward you. Close the drive door. Turn on your monitor. Turn on your computer. (Never touch the disk when the red light on the disk drive is on.)
2. Wait for Proteus to introduce itself to you. Hit any key and you are ready to start.
3. If you do not know the command keys you will be using, refer back to your Proteus User's manual.
4. Don't be intimidated by the multiple module options. For now, let's concentrate on the five modules that are explained to you in your direction sheets. After your first session using Proteus, you probably won't need your directions any more - BUT it would be a good idea to have them with you in the language lab just in case you need some help.
5. When the computer asks for Current Session:
Enter "Your LAST NAME"
6. When the computer asks for Freewriting Idea:
Enter " Topic suggested "
7. You are ready to go!
8. Remember - If you get lost or confused, use the command keys to return to the Main Menu and to choose an option, then to execute.
9. When you are finished with the last option or you are ready to quit - your work will be automatically saved.
10. You will receive a printout of all your work. Now go to work on your first draft!

Ideas for Implementing the Program

I have developed two different sets of directions to the student; one in English and one in Spanish.

The directions in English will help the beginning students feel more comfortable with the whole process, and give them something to fall back on, should they become confused. Of course they can always go directly to the HELP sections provided by the program, but I would encourage them to use my "HELP" sheets instead. The HELP sections within the program itself obviously use examples in Spanish for the foreign language student.

The directions in Spanish are for more advanced students. The more Spanish they see, the more quickly they improve! Giving them the directions in Spanish provides a real challenge that is fun for them, and enhances the value of the program. I left the topic headings in English (with the Spanish in parentheses). This will help to avoid confusion; as the topic headings within the program are all in English and are difficult to translate in brief form.

The sets of directions in this package may be prepared as handouts. I have simply accepted this as one of the modifications necessary to the successful use of the program in a foreign language class.

One aspect of the program that I feel would appeal particularly to beginning writers of Spanish is the lack of emphasis on spelling and grammar. The teacher should emphasize in advance that the students should concentrate on ideas rather than worry about correctness of form. Language students often confuse the ability to say something in the target language with the idea of what they want to say. They lose their ability to write freely because they get hung up on grammar. Proteus allows students to actually compose in Spanish. They must type in Spanish. If they don't know an isolated word, they can type it in English and look it up later when they get a printout. This helps them to avoid getting bogged down with "How to say it" and lets them concentrate on "What to say". The teacher must constantly watch for the tendency of student to "think in English and translate to Spanish".

This is another reason that separate directions with Spanish examples are so beneficial. The entire demonstration must be done in Spanish from the very beginning. Don't give them a chance to start mentally translating...Show them how easy it is to start in Spanish and keep on that way!

The 5 W's and CUBING segments of the program are a particularly good aspect to be used when students are stumped for ideas. The 5 W's questions might encourage them to focus on a specific event or experience. The CUBING aspect challenges them

to be creative about the topic: to compare it and contrast it with other favorite or familiar things.

One of the things which should be emphasized is that the "brainstorming" process could be a class exercise which emphasizes aural and oral foreign language practise while leading up to written work. One problem might be that it would take too long to write the brainstorming responses out on the blackboard. There is always a danger that the class might lose enthusiasm if the flow of ideas were constantly interrupted to wait for the squeaking chalk. A logical alternative would be to work at an overhead projector.

Specific Lesson Ideas

The possibilities are endless for developing creative thinking, which in turn can lead to good creative writing.

A typical "guided composition" approach to foreign language composition writing might be the following:

The topic: Television

The expansion: Tell what your favorite TV show is and why. What night is it on and at what time?

Using Proteus might lead to some of the following branchings:

THE TOPIC: Television

FREEWRTING: My favorite shows, how much TV do I watch, How many TV's are there in my house, Violence in sports broadcasts, current rock videos, viewing habits, favorite childhood show and why, best show in the last six months, effect of mass media on national consciousness, change from reading to viewing, worst show on TV, soap operas, advertisements, sex and violence on TV cable TV, the ethics of video taping, public television--worth the money?

THE TOPIC: Friends

FREEWRTING: Physical descriptions, personality analysis, Why is your best friend your best friend?, influence of peer groups, What will you take from a friend? What are your expectations of a friend?, popularity groups, why social cliques come into being, What does a friend do?, cross-cultural analysis of the institution of friendship, friends vs. family, trust, love vs. caring, What is a friend?, Is it really "Double your pleasure, double your fun"? -many branching possibilities readily suggest themselves once the logjam of rote responses has been broken.

FREEWRITING (la libre expresion de ideas)

FREEWRITING es una manera de poner todas tus ideas en el papel en cualquier orden segun te vienen a la mente. Escoge un topico...preparate...esta listo...idejalo correr!

La ortografia no importa, ni la gramatica, ni la puntuacion. Las unicas cosas que importan son tus ideas...hazias continuar.

Para ayudarte, todo FREEWRITING se hace en letras mayusculas, y tambien te hemos imposibilitado la marcha hacia atras. Entonces olvida los errores, concentra en tus meditaciones.

Si dejas de escribir por mas de diez segundos, te hace muy conciente de ello por medio de un tono y un senal diciendo <<sigue escribiendo>>.

Aqui hay un ejemplo de FREEWRITING sobre el topico de <<Los museos>>.

LOS MUSEOS

Diversión, educación, arte, la ciudad, muy favorito - aire y espacio, las exhibiciones que cambian, las exhibiciones para los niños - el edificio, visitas durante las vacaciones, el precio de la entrada, excursiones con mis estudiantes, los artistas españoles, los museos de Europa, las colas de entrar, museos pequeños, un viaje en particular.

Cuando hayas terminado de hacer FREEWRITING, puedes tomar cualquier idea, como por ejemplo <<Museo de Arte>>, o <<el edificio>>, o <<los modelos>> - cualquier idea, frase o palabra que te gusta y ir mas alla por medio de los procesos de LOOPING, la utilizacion de las cinco PALABRAS INTERROGATIVAS, LISTING, O CUBING.

El proceso es el siguiente: tu vas o a LISTING o a CUBING o a las cinco PALABRAS INTERROGATIVAS y alla escribes tu idea. Todo el FREEWRITING se quedara en la pantalla hasta que escojas tu seleccion. El FREEWRITING se guardara y tu puedes hacerlo reaparecer con tanta frecuencia como quieras. Cuando hayas terminado de usar Proteus se lo imprimira para ayudarte con tu esquicio.

STUDENT HELP SHEET

FREEWRTING

FREEWRTING is a way of getting ALL of your ideas down in whatever order they occur to you. Pick a subject...get ready...get set. Let it FLOW!!!

Spelling doesn't count...grammar doesn't count, punctuation doesn't count! The only thing that counts is your ideas...KEEP THEM GOING!

To help you, all FREEWRITING is done in CAPITAL LETTERS, and we've made it impossible to backspace, so FORGET mistakes, concentrate on your thoughts.

If you stop writing for more than ten seconds, we'll gently remind you with a beep and a "KEEP WRITING" sign.

Here's an example of FREEWRITING on the subject of <<los museos>>

Diversión, educación, arte, la ciudad, mi favorito - aire y espacio, las exhibiciones que cambian, las exhibiciones para los niños - el edificio, visitas durante las vacaciones, el precio de la entrada, excursiones con mis estudiantes, los artistas españoles, los museos de Europa, las colas de entrar, museos pequeños, un viaje en particular.

When you've finished FREEWRITING you can take any idea, like <<el edificio>>, <<el precio de entrar>>, <<museos de arte>>, - any idea, phrase or word you like and go further by LOOPING. Use the 5 W's, LISTING, OR CUBING by going to LISTING, CUBING or the 5 W's and entering your idea. The FREEWRITING will stay on the screen until you choose. The FREEWRITING will be saved and you can call it back to use as often as you like. It will be printed out when you're finished using Proteus to help you with your draft.

LOOPING

Start with any idea you like in a piece of FREEWRITING. When you move from FREEWRITING to LOOPING, the FREEWRITING will remain displayed until you enter an idea and press <RETURN>.

Suppose you've written about <<los museos>>.

You might decide to write further about <<el edificio>> or <<Un viaje en particular>> or any other idea or feeling you would like to focus on. That would become the subject of your LOOP and you'd write about that.

We will now show you an example...using <<el edificio>> from the FREEWRITING:

Es grande, moderno, hay muchas ventanas, hay varios pisos que me dan la impresion de aire y espacio, la cafeteria es magnifica, es tan grande que se me perdieron mis amigos, la arquitectura es perfecta para esa exhibicion, queda en el "MALL"

You can LOOP as many times as you want until you've found what it is that you want to say. All LOOPS will be saved as you can use them when you write your draft.

Another possibility is to CUBE or LIST or use the 5 W's using any idea from a LOOP. Move to one of the other modules. Your LOOP will be displayed until you enter an idea and press <RETURN> or <ENTER>. Your LOOPS will be stored and you can go back to them as often as you like. All of the LOOPING will be printed when you are ready to write your draft.

LISTING

Take any subject or topic and underneath it, write a list, in whatever order the thoughts or ideas occur to you. LISTS may be words or phrases or sentences, or a combination of all three! The most important thing about LISTING is that you write ideas as fast as they hit you.

Here's a list on the subject of <<los museos>>

1. interesantes, aburridos
2. lo que me interesa
3. mi favorito
4. un viaje en particular
5. cosas bellas

You can also make a second LIST from any item on your original list. When you stop LISTING, the writing will remain displayed on the screen. Here is a list made from <<mi favorito>>, which was item #3 on the first LIST.

1. el edificio
2. las exhibiciones
3. el precio
4. la direccion
5. a mi papa le encanta

The LISTED items can be up to one line in length, to a maximum of fifteen lines.

The 5 W's

The 5 W's are another way to look at ideas. They are especially helpful when trying to remember an event or story. The WHO, WHAT, WHEN, WHERE, and WHY are good ways to bring all the details back.

Let's see how it works with remembering <<un viaje en particular>>
quien? Mi esposo y yo.

que? El viaje al museo de aire y espacio

cuando? Durante las vacaciones de la primavera cuando fuimos a Washington, D.C.. Llegamos tarde y no tuvimos bastante tiempo para mirar las exhibiciones.

donde? En Washington, D.C.. Esta en el Mall.

por que? Porque fuimos a Washington para asistir a la boda de un amigo y el dia depues de la boda, caminamos al Mall para visitar los museos. Estuve alli una vez antes cuando tenia 17 anos. Las exhibiciones no cambiaron mucho pero mi perspectiva cambio mucho a causa de mi conocimiento de las acualidades del mundo.

When you're finished with the 5 W's, you can develop it further by using the ideas or subjects in any of the other modules. Your writing will remain displayed on the screen until you enter an idea and press <RETURN>.

Your 5 W's material will be saved and you can go back to it as often as you wish. All the 5 W's material will be printed out when you are ready to write a draft.

CUBING

CUBING helps you get a subject by looking at it from six points of view; DEFINE, COMPARE, CONTRAST, ARGUE FOR, ARGUE AGAINST, and ANALYZE. The items will come up one at a time on the screen and you can FREEWRITE about each for a couple of minutes. When you hit the <RETURN> key the next item will appear.

Let's now look at definitions of the parts of the CUBE and see how you could use them to develop the idea of <<museos>>.

DEFINE means to find its most important qualities or try to explain its meaning.

Example:

COMPARE means to find similarities with other things. What does something remind you of? Let your imagination LOOSE!

Example:

CONTRAST means to find opposites. What is it most unlike? Let your imagination LOOSE!

Example:

ARGUE FOR means What's good about it? Why should others agree with you?

Example:

ARGUE AGAINST means to look at what's bad about it. Why should others agree with you?

Example:

ANALYZE means to break something into its parts so that you can understand each part as well as the ways they work together.
Example:

After you have cubed you can take any idea or thought and develop it further by FREEWRITING and LOOPING or LISTING or the 5 W's. Your writing will remain on the screen until you enter an idea and press <RETURN>. All of the CUBING will be printed out when you are ready to write your draft.

LOOPING (Expansion de cualquier topico previamente mencionado en FREEWRITING)

Empieza con cualquier idea que te gusta en un trozo de FREEWRITING. Cuando vas desde FREEWRITING hacia LOOPING, lo que has escrito ya en FREEWRITING se quedara en la pantalla hasta que escribas una idea y aprietes <RETURN>.

Supongamos que hayas escrito sobre <<el viaje al museo>>

Es posible que decidas escribir mas sobre <<el edificio>> o <<los aviones>> o <<las cosas actuales>> o <<los astronautas>> o sobre cualquier otra idea o actitud sobre la cual quieres enfocar. Esta seria entonces el topico de tu LOOP (expansion) y asi escribirias sobre ella.

Ahora te vamos a mostrar un ejemplo - utilizando <<El edificio>> tomado del FREEWRITING.

El Edificio

Es grande, moderno, hay muchas ventanas, hay varios pisos que me dan la impresion de aire y espacio, la cafeteria es magnifica, es tan grande que se me perdieron mis amigos, la arquitectura es perfecta para esa exhibicion, queda en el <<MALL>> (y a continuar asi - lo entiendes?)

Puedes hacer el LOOPING cuantas veces como quieras hasta que encuentres lo que es que quieres decir. Todos los LOOPS (expansiones) se guardaran para que puedas usarlos cuando escribas tu esquicio.

Otra posibilidad es de usar CUBING o LISTING o las cinco PALABRAS INTERROGATIVAS utilizando una idea cualquiera tomada de un LOOP (expansion). Cambia a uno de los otros modulos. Tu LOOP permanecera exhibido hasta que escribas una idea y aprietes <RETURN>. Todos los LOOPS (expansiones) tuyos se ahorraran y tu puedes volver a ellos con tanta frecuencia que te de la gana. Todos los LOOPS (expansiones) seran imprimidos cuando estes listo a hacer el esquicio.

LISTING (el hacer lista)

Escoge cualquier sujeto o topico y, debajo de ello, haz una lista, en el orden en que te ocurren los pensamientos o ideas. Los LISTS (listas) pueden ser palabras o frases o clausulas o una combinacion de todas las tres. Lo mas importante en cuanto a LISTING es que escribas las ideas con la rapidez que se te ocurren.

Aqui hay una lista sobre el topico de <<los museos>>

1. interesantes, aburridos
2. lo que me interesa
3. mi favorito
4. un viaje en particular
5. cosas bellas

Puedes igualmente hacer una segunda lista basada en cualquier articulo de tu lista original. Cuando dejes de hacer LISTING, todo lo escrito permanecera en la pantalla. Aqui hay una lista hecha de <<mi favorito>> que era el articulo numero tres de la lista anterior.

1. el edificio
2. las exhibiciones
3. el precio
4. la direccion
5. a mi papa le encanta

Los articulos (las unidades) en un LISTING pueden tener una dimension maxima de una linea con un limite de quince lineas en total.

Las cinco PALABRAS INTERROGATIVAS

Las cinco PALABRAS INTERROGATIVAS son otra manera de examinar ideas. Son utiles sobre todo cuando te esfuerzas a recordar un acontecimiento o una historia. Las preguntas quien? que? cuando? donde? y por que? son un buen modo de restituir todos los detalles a la mente.

Veamos como funciona. Escojamos <<un viaje en particular>>

quien? Mi esposo y yo.

que? El viaje al museo de aire y espacio

cuando? Durante las vacaciones de la primavera cuando fuimos a Washington, D.C.. Llegamos tarde y no tuvimos bastante tiempo para mirar las exhibiciones.

donde? En Washington, D.C.. Esta en el Mall.

por que? Porque fuimos a Washington para asistir a la boda de un amigo y el dia despues de la boda, caminamos al Mall para visitar los museos. Estuve alli una vez antes cuando tenia 17 anos. Las exhibiciones no cambiaron mucho pero mi perspective cambio mucho a causa de mi conocimiento de las acualidades del mundo.

Cuando termines con las cinco PALABRAS INTERROGATIVAS puedes desarrollar una idea aun mas utilizando las ideas como sujetos en cualquier de los otros modulos. Todo lo escrito permanecera en la pantalla hasta que escribas algo y aprietes <RETURN>. Todo lo que escribes mediante las cinco PALABRAS INTERROGATIVAS se ahorrara y puedes consultarlo segun quieras. Todo quello se imprimira cuando estes listo a escribir el esquicio.

CUBING

Este te ayuda a internarse en un topico, mirandolo por los seis lados o puntos de vista: DEFINE (definir) COMPARE (comparar) CONTRAST (contrastar) ARGUE FOR (comentar en pro) ARGUE AGAINST

(comentar en contra) ANALYZE (analizar). Cada uno de estos se presentara en turno en la pantalla para que tu escribas FREEWRITE sobre ello por unos cuantos minutos. Cuando aprietes <RETURN> el siguiente aparecera a fin de ser tratado igualmente.

Veamos ahora las definiciones correspondientes a los seis lados del CUBE (cubo) para ver como se puede utilizarlos para desarrollar la idea de <<museos>>.

DEFINE (definir) quiere decir encontrar sus cualidades mas importantes o tratar de explicar su significado.

Ejemplo: Los museos me hacen querer viajar y explorar.

Un museo es un lugar donde se presentan exhibiciones interesantes, estudios cientificos, literarios, sociales y artisticos.

Un lugar sagrado a los Muses (los dioses griegos).

COMPARE (comparar) quiere decir encontrar simaridades que existen con otras cosas. De que se hace pensar o recordar algo? Deja libra tu imaginacion.

Ejemplo: Los museos son como una oportunidad de aprender y conocer.

Los museos son como un verano de experiencias que recibes en un dia.

Los museos son como una huida de la realidad.

CONTRAST (contrastar) quiere decir encontrar los contrarios (opuestos). De que es menos similar? Deja libre tu imaginacion.

Ejemplo: El copiar de los apuntes que acaba de escribir el profesor en la pizarra, la creacion.

La soledad, el ruido.

ARGUE FOR (comentar en pro) quiere decir Para que sirve? Como es bueno? Por que deben los demas estar acuerdo contigo?

Ejemplo: Un museo puede mantener contenta a una persona.

Cuando estoy aburrido puedo ir a un museo.

Es buena diversion para las vacaciones.

La semana pasada cuando mi novio y yo discutimos, pase seis horas es un museo para distraerme.

Un museo puede ayudarle a entender sus propias actitudes hacia algo.

ARGUE AGAINST (comenter en contra) quiere decire evaluar lo que hay de malo en ello. Por que deben otros estar de acuerdo contigo?

Ejemplo: A veces es dificil visitarlos. (No estan cerca. El transporte es caro.)

Se puede pasar el tiemp trabajando en vez de divirtiendos.

A veces son mas para ganar dinero que para proveer un servicio al publico.

ANALYZE (analizar) quiere decir dividir algo en sus partes mas sencillas para que puedas entender cada parte ademas de la funcion de la unidad.

Ejemplo: Analisis: Hay muchas clasificaciones de museos. Los grandes generalmente estan en las grandes ciudades. Pero me parece que cada pueblo hasta el mas pequeno tiene su <<museo>> tambien, sea <<el museo de la sociedad historial>> sea <<el museo de las mariposas>> establecido en el sotano de un jubilado de la vecindad.

Despues de haber hecho CUBING tu puedes tomar y tratar cualquier pensamiento o idea y desarrollarlo mas por medio de estos metodos de FREEWRITING y LOOPING o LISING o las cinco PALABRAS INTERROGATIVAS. Lo que has hecho de CUBING (los seis puntos de ataque) sera imprimido cuando estes listo empezar el esquicio.